

IN THE CLAIMS:

Please cancel claims 9-12, 14, 15, 17-23, 25, 28 and 29 without prejudice.

1. (Previously Presented) A method of processing messages, comprising:
receiving, at a socket configured for a server application executing on a computer, data from a remote source via a network connection prior to allocating a buffer to contain the data; and subsequently:
determining a mode to obtain the buffer according to a buffer mode parameter supplied with a receive operation call, wherein the buffer mode parameter indicates a buffer acquisition method for acquiring a buffer to contain the data received from a remote source via the network connection;
obtaining the buffer according to the buffer acquisition method, wherein the obtained buffer is sized exactly to the size of the data received from the remote source;
and
allocating the obtained buffer, wherein allocating the obtained buffer is dependent on a value of the buffer mode parameter and comprises one of:
allocating the buffer from an application-supplied storage owned by the sockets server application when the buffer mode parameter has a first value; and
allocating the buffer from a system-supplied storage not owned by the sockets server application when the buffer mode parameter has a second value.
2. (Original) The method of claim 1, wherein the messages are client-server messages.
3. (Original) The method of claim 1, wherein the data is received over a sockets streaming protocol.
4. (Canceled)
5. (Previously Presented) The method of claim 1, wherein the allocating is performed in response to a buffer request from the socket.

6. (Previously Presented) The method of claim 1, wherein the network connection is a Transport Control Protocol/Internet Protocol (TCP/IP) connection.
7. (Original) The method of claim 1, wherein allocating the buffer comprises: processing a buffer request from a sockets layer after receiving the data; and providing the buffer to the sockets layer.
- 8-30. (Canceled)